

**IN THE CLAIMS:**

This listing of claims will replace all prior versions, and listings, of claims in the application.

---

1-25. (Cancelled)

26. (Previously Presented) A gaming machine, comprising:

a processor for randomly selecting one of a plurality of outcomes of said gaming machine in response to a wager amount, said processor monitoring time signals from a clock;

a display for displaying thematic game artwork for a wagering game; and

a memory device coupled to said processor and storing at least two data sets for producing at least two different types of said thematic game artwork, said processor automatically selecting one of said at least two data sets primarily in response to said processor monitoring a time signal corresponding to a predetermined time.

27-28. (Cancelled)

29. (Original) The gaming machine of claim 26, wherein said display is selected from the group consisting of dot matrix, CRT, LED, LCD, and electro-luminescent displays.

30. (Previously Presented) The gaming machine of claim 26, wherein one of said at least two different types of thematic game artwork has a standard motif, and another of said at least two different types of thematic game artwork has a holiday motif.

31. (Original) The gaming machine of claim 26, further including an audio speaker for broadcasting audio elements, said memory device storing at least two audio data sets for producing at least two different types of audio elements, said processor selecting one of said at least two audio data sets in response to said processor monitoring said time signal.

32. (Previously Presented) The gaming machine of claim 26, wherein said thematic game artwork is associated with said plurality of outcomes.

DI  
33. (Previously Presented) The gaming machine of claim 26, wherein said thematic game artwork is unassociated with said plurality of outcomes.

34. (Original) The gaming machine of claim 26, wherein said predetermined time is at least one day in a calendar year, said at least one day being a holiday.

35. (Original) The gaming machine of claim 34, wherein said holiday is selected from a group consisting of Valentine's Day, St. Patrick's Day, Mardi Gras, Easter, the 4<sup>th</sup> of July, Halloween, Thanksgiving, Christmas, New Year's Eve, and New Year's Day.

36. (Original) The gaming machine of claim 34, wherein said at least one day further includes at least one day before and after said holiday.

37. (Previously Presented) The gaming machine of claim 26, wherein said thematic game artwork includes characters.

38. (Original) The gaming machine of claim 37, wherein said characters are animated.

39. (Original) The gaming machine of claim 26, wherein said clock is internal to said processor.

91

40-45. (Cancelled)

46. (Previously Presented) A method of operating a gaming machine, comprising:  
displaying, on a video display, standard game artwork for a wagering game, the standard  
game artwork having a first theme;  
monitoring real time;  
automatically displaying, on the video display, modified game artwork in response to said  
real time being a predetermined time, said modified game artwork have a second  
theme different from the first theme, the second theme being indicative of a  
commonly known societal event that is associated with said predetermined time;  
and

randomly selecting one of a plurality of outcomes of said gaming machine in response to  
a wager amount.

47. (Original) The method of claim 46, wherein said step of monitoring real time includes monitoring a clock that is external to a processor in said gaming machine.

48. (Original) The method of claim 46, wherein said step of monitoring real time includes monitoring a clock that is internal to a processor in said gaming machine.

D) 49. (Previously Presented) The method of claim 46, wherein both of said steps of displaying include the step of downloading data corresponding to said modified game artwork from a memory device.

50. (Original) The method of claim 49, wherein said steps of downloading include accessing a memory device that is external to said gaming machine.

51. (Original) The method of claim 49, wherein said steps of downloading include accessing a memory device that is internal to said gaming machine.

52. (Original) The method of claim 46, wherein said commonly known societal event is a holiday.

53. (Original) The method of claim 46, wherein said commonly known societal event is selected from a group consisting of Valentine's Day, St. Patrick's Day, Mardi Gras, Easter, the 4<sup>th</sup> of July, Halloween, Thanksgiving, Christmas, New Year's Eve, and New Year's Day.

54. (Previously Presented) The method of claim 46, wherein said modified game artwork includes visual elements that are selectable by said player so as to result in one of a plurality of random outcomes.

55. (Previously Presented) The method of claim 46, wherein said modified game artwork includes visual elements that are non-selectable by said player.

DI  
56-93. (Cancelled)

94. (Previously Presented) A method of operating a gaming machine, comprising:  
displaying thematic game artwork for a wagering game on a video display;  
monitoring real time;  
automatically altering the thematic game artwork primarily in response to the real time  
being a predetermined time;  
receiving a wager; and  
randomly selecting at least one of a plurality of possible game outcomes.

95. (Previously Presented) The method of claim 94, wherein the game artwork has a first theme and the altered game artwork has a second theme different from the first theme.

96. (Previously Presented) The method of claim 95, wherein the second theme is indicative of a commonly known societal event that is associated with said predetermined time.

97. (Previously Presented) The method of claim 95, wherein the step of monitoring real time is performed by a control system internal to the gaming machine.

98. (Previously Presented) A gaming machine for conducting a wagering game, comprising:  
a control system for randomly selecting one of a plurality of possible game outcomes in response to a wager amount, the control system being internal to the gaming machine and monitoring time signals;  
a video display for displaying thematic game artwork; and  
a memory coupled to the control system and storing a plurality of data sets for producing respective types of the thematic game artwork, the types of the thematic game artwork having different themes, the control system selecting one of the data sets primarily in response to the control system monitoring a time signal corresponding to a predetermined time.

99. (New) A gaming system, comprising:  
a processor for randomly selecting one of a plurality of outcomes for said gaming system in response to a wager amount;  
a clock for sending time signals to said processor, said processor for monitoring the time signals for a predetermined time;

a memory device coupled to said processor and storing at least two data sets of symbols,  
said processor automatically selecting one of said at least two data sets primarily  
in response to said processor monitoring a time signal corresponding to a  
predetermined time; and  
a display for displaying a plurality of symbols for forming the selected outcome, the  
plurality of symbols selected from the selected data set.

100. (New) A method of operating a gaming system, comprising:
- d) displaying on a video display standard symbols for a wagering game, the standard  
symbols having a first theme;
- monitoring real time;
- automatically displaying on the video display modified symbols in response to said real  
time being a predetermined time, said modified symbols having a second theme  
different from the first theme, the second theme being indicative of a commonly  
known societal event that is associated with said predetermined time; and
- randomly selecting one of a plurality of outcomes of said gaming system in response to a  
wager amount.

101. (New) A method of operating a gaming system, comprising:
- randomly selecting game outcomes for each wager;
- displaying the game outcomes on a video display using symbols selected from a first set  
of symbols;
- monitoring real time for a predetermined time; and

displaying game outcomes using symbols selected from a second set of symbols in response to the real time being the predetermined time.

102. (New) A gaming system for conducting a wagering game, comprising:

a control system for randomly selecting one of a plurality of possible game outcomes in response to a wager amount, the control system being internal to the gaming system and monitoring time signals;

a memory coupled to the control system and storing a plurality of data sets, each data set for producing respective different types of symbols, the control system selecting one of the data sets primarily in response to the control system monitoring a time signal corresponding to a predetermined time; and

a video display for displaying the randomly selected outcome using symbols from the data set selected by the control system.

---